

IN THE CLAIMS:

Please cancel claims 1-12, and add new claims 13- 32 follows:

13. (New) A computer-implemented method for helping a user learn a subject, the subject having a plurality of areas, said method comprising:

- testing the user on said subject;
- generating test results from testing the user;
- accessing from memory at least one relationship rule to define at least a relationship between at least two different areas of said subject; and
- analyzing said test results using said relationship rule to generate a recommendation,

wherein the method further comprises selecting materials for the user to review, with said materials previously being assessed to have been learnt by the user.

14. (New) The method as set forth in claim 13, wherein:

- the plurality of areas includes line-items;
- testing the user on said subject comprises testing the user on a plurality of line items; and
- analyzing said test results using said relationship rule comprises analyzing said test results based on the relationship between at least two line items in said test results.

15. (New) The method as set forth in claim 13, wherein:
the plurality of areas includes minor-topics;
testing the user on said subject comprises testing the user on a plurality of minor-topics; and
analyzing said test results using said relationship rule comprises analyzing said test results based on the relationship between at least two minor-topics in said test results.

16. (New) The method as set forth in claim 13, wherein:
the plurality of areas includes major-topics;
testing the user on said subject comprises testing the user on a plurality of major-topics; and
analyzing said test results using said relationship rule comprises analyzing said test results based on the relationship between at least two major-topics in said test results.

17. (New) A computer-implemented method for helping a user learn a subject, the subject having a plurality of areas, said method comprising:
testing the user on said subject
generating test results from testing the user;
accessing from memory at least one relationship rule to define at least a relationship between at least two different areas of said subject; and
analyzing said test results using said relationship rule to generate a recommendation,

wherein the method further comprising identifying a relationship-item for learning, said relationship-item relating an area and another area of the subject, with said another area being an area previously being assessed to have been learnt by the user.

18. (New) The method as set forth in claim 17, further comprising selecting an area to review, with said area previously being assessed to have been learnt by the user.

19. (New) A computer-implemented method for helping a user learn a subject, the subject having a plurality of areas, said method comprising:

- testing the user on said subject;
- generating test results from testing the user;
- accessing from memory at least one relationship rule to define at least one relationship between at least two different areas of said subject;
- analyzing said test results using said relationship rule to assess said user's understanding of said subject; and
- determining a reward for said user based on assessing said user's understanding of said subject.

20. (New) The method as set forth in claim 19, further comprising restricting said user from enjoying certain materials not for learning said subject based on an

assessment of said user's understanding of said subject, wherein said materials require a device to fulfill its entertainment purpose.

21. A computer-implemented method for helping a user learn a subject, the subject having a plurality of areas, said method comprising:

testing the user on said subject;

generating test results from testing the user;

accessing from memory at least one relationship rule to define at least a relationship between at least two different areas of said subject; and

analyzing said test results using said relationship rule to assess said user's understanding of said subject;

wherein the method further comprises restricting said user from enjoying materials not for learning said subject based on an assessment of said user's understanding of said subject, wherein said materials require a device to fulfill its entertainment purpose.

22. (New) The method as set forth in claim 21, further comprising determining a reward for said user based on assessing said user's understanding of said subject.

23. (New) A computer readable medium comprising a plurality of instructions for helping a user learn a subject, the subject having a plurality of areas, said plurality of instructions, when executed by a computer, result in the computer:

testing the user on said subject;

generating test results from testing the user;

accessing from memory at least one relationship rule to define at least a relationship between at least two different areas of said subject;

analyzing said test results using said relationship rule to generate a recommendation; and

selecting materials for the user to review, with said materials previously being assessed to have been learnt by the user.

24. (New) The computer readable medium as set forth in claim 23, wherein:

the plurality of areas includes line-items;

testing the user on said subject comprises testing the user on a plurality of line items; and

analyzing said test results using said relationship rule comprises analyzing said test results based on the relationship between at least two line items in said test results.

25. (New) The computer readable medium as set forth in claim 23, wherein:

the plurality of areas includes minor-topics;

testing the user on said subject comprises testing the user on a plurality of minor-topics; and

analyzing said test results using said relationship rule comprises analyzing said test results based on the relationship between at least two minor-topics in said test results.

26. (New) The computer readable medium as set forth in claim 23, wherein:

the plurality of areas includes major-topics;

testing the user on said subject comprises testing the user on a plurality of major-topics; and

analyzing said test results using said relationship rule comprises analyzing said test results based on the relationship between at least two major-topics in said test results.

27. (New) A computer readable medium comprising a plurality of instructions for helping a user learn a subject, the subject having a plurality of areas, said plurality of instructions, when executed by a computer, result in the computer:

testing the user on said subject

generating test results from testing the user;

accessing from memory at least one relationship rule to define at least a relationship between at least two different areas of said subject;

analyzing said test results using said relationship rule to generate a recommendation; and

identifying a relationship-item for learning, said relationship-item relating an area and another area of the subject, with said another area being an area previously being assessed to have been learnt by the user.

28. (New) The computer readable medium as set forth in claim 27, further comprising selecting an area to review, with said area previously being assessed to have been learnt by the user.

29. (New) A computer readable medium comprising a plurality of instructions for helping a user learn a subject, the subject having a plurality of areas, said plurality of instructions, when executed by a computer, result in the computer:

testing the user on said subject;

generating test results from testing the user;

accessing from memory at least one relationship rule to define at least one relationship between at least two different areas of said subject;

analyzing said test results using said relationship rule to assess said user's understanding of said subject; and

determining a reward for said user based on assessing said user's understanding of said subject.

30. (New) The computer readable medium as set forth in claim 29, further comprising restricting said user from enjoying certain materials not for learning said

subject based on an assessment of said user's understanding of said subject, wherein said materials require a device to fulfill its entertainment purpose.

31. (New) A computer readable medium comprising a plurality of instructions for helping a user learn a subject, the subject having a plurality of areas, said plurality of instructions, when executed by a computer, result in the computer:

testing the user on said subject;

generating test results from testing the user;

accessing from memory at least one relationship rule to define at least a relationship between at least two different areas of said subject;

analyzing said test results using said relationship rule to assess said user's understanding of said subject; and

restricting said user from enjoying materials not for learning said subject based on an assessment of said user's understanding of said subject, wherein said materials require a device to fulfill its entertainment purpose.

32. (New) The computer readable medium as set forth in claim 31, further comprising determining a reward for said user based on assessing said user's understanding of said subject.